STREET FIGHTER® EX3

TEEN
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CONTENT RATED BY
ESRB

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

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- This compact disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

STREET FIGHTER® EX3

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CAPCOM®

A Special Message from CAPCOM ENTERTAINMENT

Thank you for selecting STREET FIGHTER EX3 for your PlayStation®2 computer entertainment system. We at CAPCOM ENTERTAINMENT are proud to bring you this new addition to your video game library.

CAPCOM ENTERTAINMENT, INC.
475 Oakmead Parkway, Sunnyvale, CA 94086

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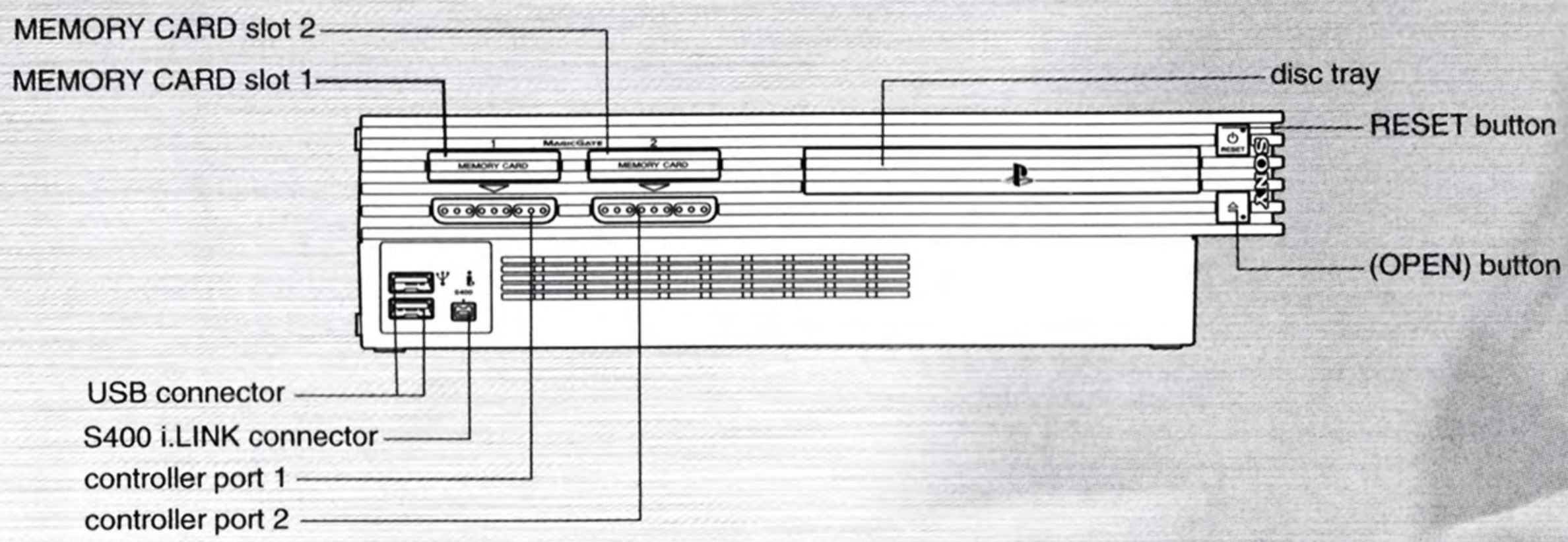
SETTING UP

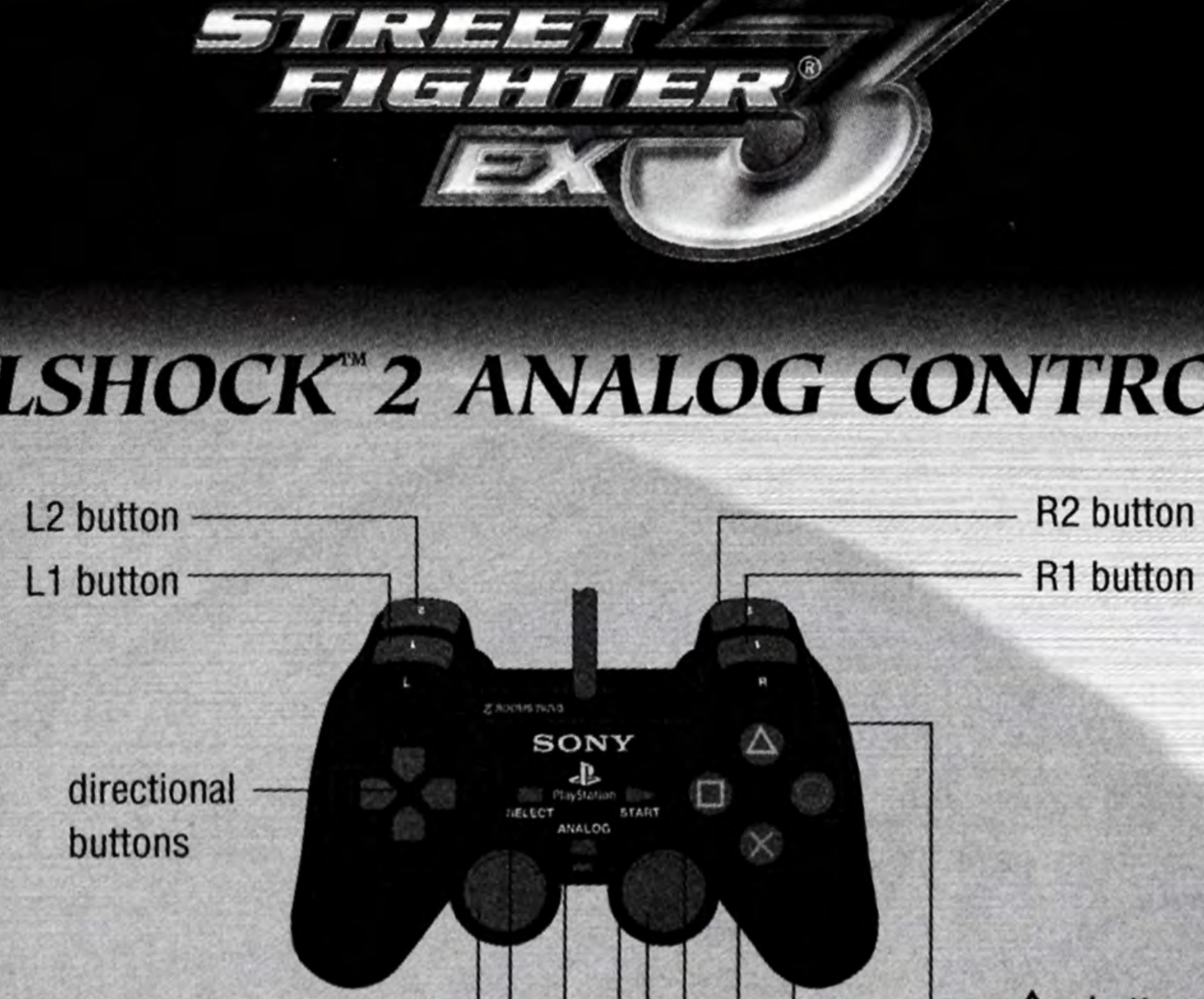


Set up your PlayStation®2 computer entertainment system according to the instructions in the Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on.

Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the **STREET FIGHTER® EX3** disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.

Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

DUALSHOCK™2 ANALOG CONTROLLER



This game supports the DUALSHOCK™2 analog controller, the DUALSHOCK™ analog controller and the standard controller. For one player, the controller should be connected to Controller Port 1. For two players, the controllers should be connected to Controller Ports 1 and 2. For 3 or 4 players, a Multitap (for PlayStation®2; sold separately) is required.

DUALSHOCK™2 ANALOG CONTROLLER

Use the Analog Mode Switch to switch between Analog (LED red) and Digital (LED dim) Modes. The left analog stick and right analog stick are not used in this game.

STANDARD CONTROLLER

All button functions on the standard digital controller are the same as for the analog controller.

VIBRATION FUNCTION

When VIBRATION in Option Mode is set to ON, the controller will vibrate in response to player movement. The controller will vibrate in both Digital and Analog Modes. The vibration function is not available on the standard controller.

GAME CONTROLS

These are the default button assignments. To change them, use the Key Config option in Option Mode (see page 19). The left analog stick and right analog stick are not used in this game.

L2 Button
- Triple Kick (KKK)

R2 Button
- Heavy Kick (HK)

L1 Button
- Triple Punch (PPP)

R1 Button
- Heavy Punch (HP)

▲ – Confirm selection
– Medium Punch (MP)

● – Confirm selection
Medium Kick (MK)

■ – Confirm selection
Light Punch (LP)

X – Cancel selection
– Light Kick (LK)

START Button
- Start game / Skip demo
- Pause / Unpause

Directional Buttons
- Highlight selections on screens and menus
- During play, move your character*:
  - ↑ Vertical jump
  - ↗ Diagonal forward jump
  - → Move forward
  - ↘ Crouch
  - ↓ Crouch
  - ↙ Crouching block
  - ← Move backward / standing block
  - ↖ Diagonal backward jump

* When your character is facing right. If your character is facing left, reverse the left/right controls.

SOFT RESET DURING GAMEPLAY

Press START to display the Pause menu, select RESET, and select YES to exit to the Game Mode Select screen. Then press SELECT and START simultaneously to exit back to the Title screen.

GAME RULES

WINNING

The first team to drain the vitality of all characters on the opposing team wins the round. When the Tag Gauge (see page 11) is full, you can change your characters. The red part of the Vitality Gauge of the waiting character recovers gradually. (Rules may differ depending on the match specifications.)

TIME LIMIT

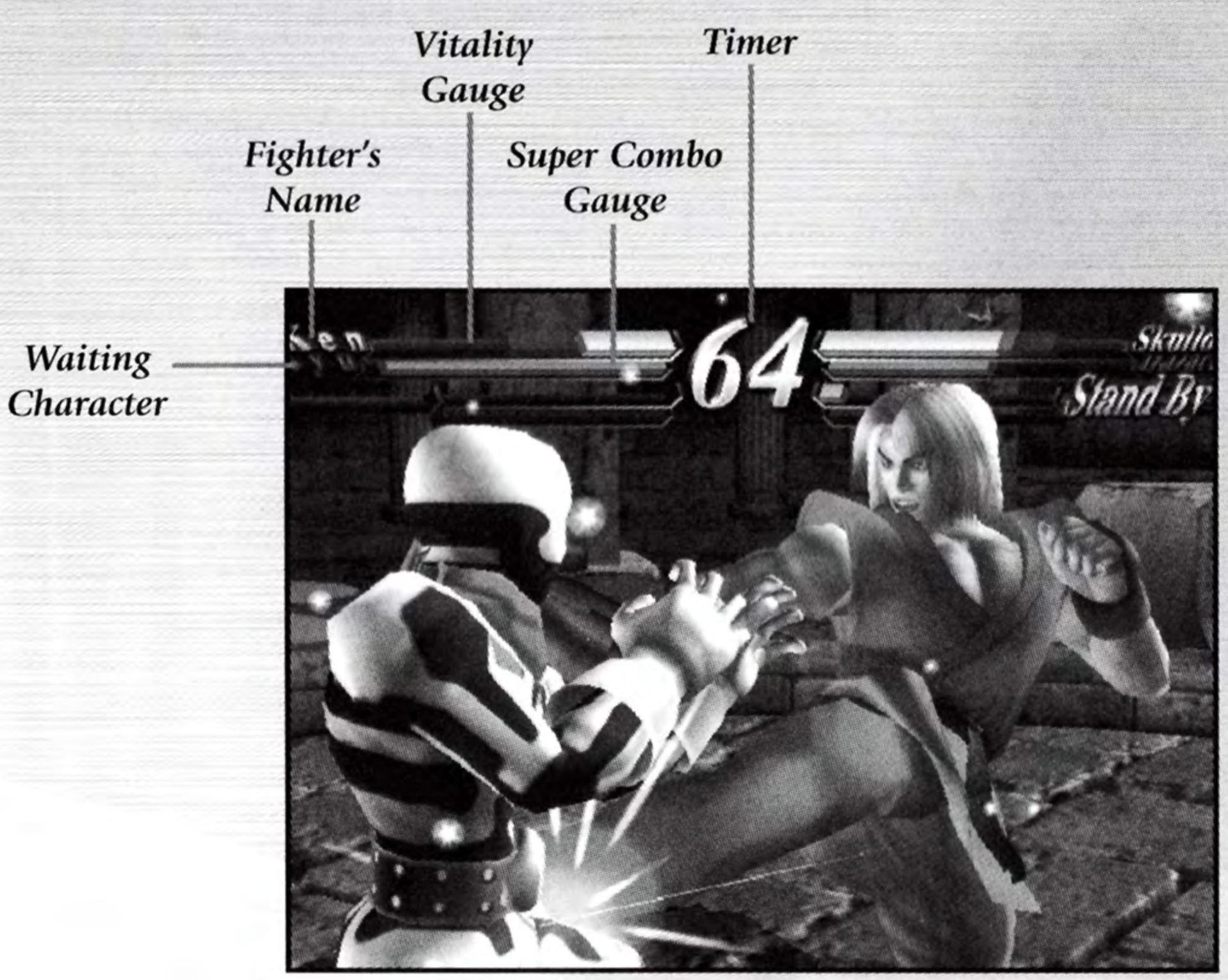
Each round has a time limit. If the time limit is up and both teams still have vitality left, the team with more vitality wins. You can turn the time limit ON/OFF in Option Mode. See page 19.

DRAW GAME

A draw game occurs when both fighters lose all vitality at the same time (a double K.O.) or when both fighters have the same amount of vitality left when time is up. A draw game is won by decision.

STREET FIGHTER® EX3

GAME SCREEN



FIGHTER'S NAME	Identifies the character.
VITALITY GAUGE	The fighter's remaining vitality. When the gauge runs out, the character is K.O.'d.
SUPER COMBO GAUGE	The color bar in the Super Combo Gauge builds up as the fighter attacks or blocks. When full, the fighter can use Special Attacks. You can increase the Super Combo Gauge Level up to Level 3 in order to perform various attacks such as Super Combo and Meteor Combo (see page 10).
WAITING CHARACTER	The red part of the waiting character's Vitality Gauge gradually recovers. The Super Combo Gauge increases along with the fighting character's Super Combo Gauge.
TIMER	Match time countdown.
TAG GAUGE	Used to change characters. See page 11.
SCORE / WINS	Your character's current score. In 2 Player games, shows your character's wins.
HITS	Shows how many of your character's hits connected during your latest attack.
BONUS MESSAGE	When a bonus message appears, your Super Combo gauge will increase. For example, "F(irst) ATTACK" is displayed for the first attack that connects in the round; "TECH HIT" is displayed when a fighter performs a throw escape.
SCORE	A fighter's current score.

STARTING A GAME

GAME MODE SELECT

Press START at the Title screen to display the Game Mode Select screen. Select a game mode with the Directional buttons and press the X button to confirm.

PLAYER SELECT

Select your fighter(s) with the Directional buttons and press the ■, ▲, or ● button to confirm. When you first begin the game, 15 preset fighters and one editable character can be selected. More fighters become available as you play through the game modes.

PAUSE MENU

Press START during gameplay to open the Pause Menu. Select from the following:

PAUSE MENU EXIT	Return to gameplay.
KEY CONFIG	Change button settings (see page 19).
RESET	Return to the Game Mode Select screen.

MOVES

BASIC MOVES

Punch and Kick moves have three strength levels: Light, Medium and Heavy. Light attacks are quick and allow you to work into the next move immediately. Heavy attacks deliver maximum damage but slow the fighter down. Medium attacks are midway between Light and Heavy.

SPECIAL MOVES

Perform Special Moves by inputting a combo command (a Directional button move + attack button). Special Moves reduce the opponent's vitality somewhat even if they are blocked. See pages 22-36 for each character's special moves.

ADVANCED MOVES

In the moves below, the Directional button presses refer to fighters facing right. Reverse the left/right presses for fighters facing left.

Block — **← or ↙ (for characters facing right)**
You can use both standing and crouching blocks.

Throw — **→ or ← + LP + LK (press simultaneously near opponent)**
Throws are effective against an opponent who's always blocking because throws cannot be blocked. Some characters can also throw with MK or HK.

Throw Escape — **→ or ← + LP + LK (press simultaneously)**
To escape from a throw move, perform your own Throw the moment the opponent tries to throw you. If you succeed, the message "TECH HIT" will appear and your Super Combo Gauge will increase.

Hard Attack — **MP + MK (press simultaneously)**
If you hit an opponent with this attack while the opponent is doing lower block, the opponent's block will be broken.

SUPER COMBO GAUGE

The color bar in the Super Combo Gauge builds up as you attack. The gauge level can increase up to level 3. When you have a certain amount charged in the gauge, you can perform various attacks such as Super Combo and Meteor Combo.

SUPER COMBO

More powerful than Special Moves, Super Combos inflict great damage. They require Level 1 in the Super Combo Gauge. Like Special Moves, Super Combos reduce the opponent's vitality somewhat even if they are blocked.

METEOR COMBO

The most powerful move, requiring Level 3 in the Super Combo Gauge.

TAG GAUGE

You use the Tag Gauge to change characters. By combining the Tag Gauge with the Super Combo Gauge, you can perform powerful combination attacks. The Tag Gauge will drain once it is used, but it will gradually recover. When the Tag Gauge is full, "STAND BY" is displayed next to it.

Character Change **HP + HK (press simultaneously)**
Change characters using the Tag Gauge.

Critical Parade **↓↘→ + HP + HK (press simultaneously)**
This attack requires a Tag Gauge and Level 2 Super Combo Gauge for both characters. During this attack, you can use unlimited Super Combos. For your partner character's actions, you can choose from MANUAL, SEMI AUTO, and MANUAL2P (see page 14).

METEOR TAG COMBO

This attack can be performed only with certain combinations of characters.
It requires a Tag Gauge and Level 3 Super Combo Gauge.

MOMENTARY COMBO

Perform an additional attack by pressing a Punch or Kick button the moment a Special Move hits an opponent.

EMOTIONAL FLOW

When one of your characters is K.O.'d in a tag match, the remaining character takes over the Super Combo Gauge of the K.O.'d character. Now the remaining fighter becomes able to attain up to Level 6 Super Combo Gauge.

CANCEL

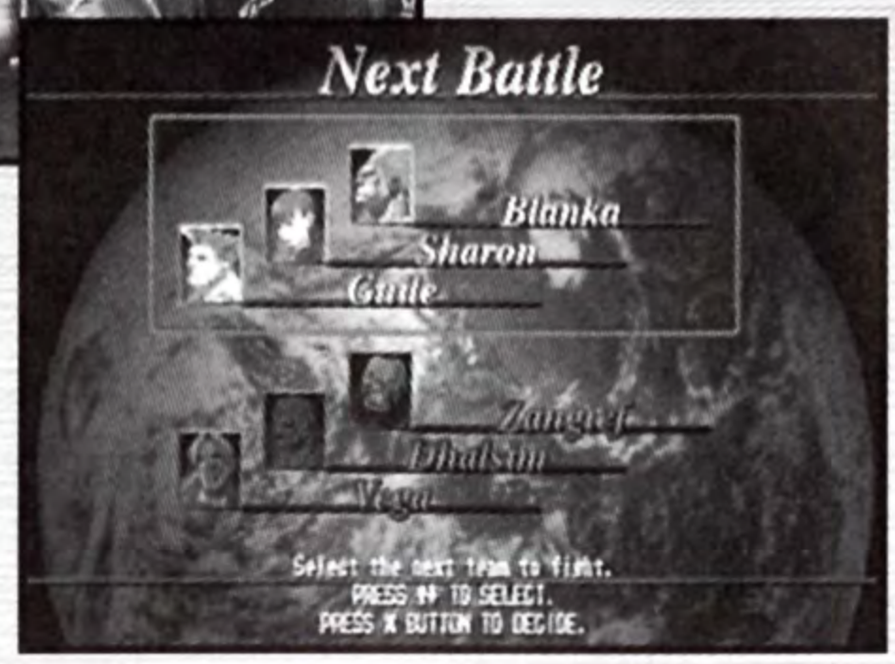
After you perform a Basic Move, input a Special Move immediately. Practice this technique in Training Mode until you get used to the timing.

SUPER CANCEL

After you perform a Special Move or Super Combo, input another Super Combo immediately. You can link multiple Super Combos with this technique.

GAME MODES

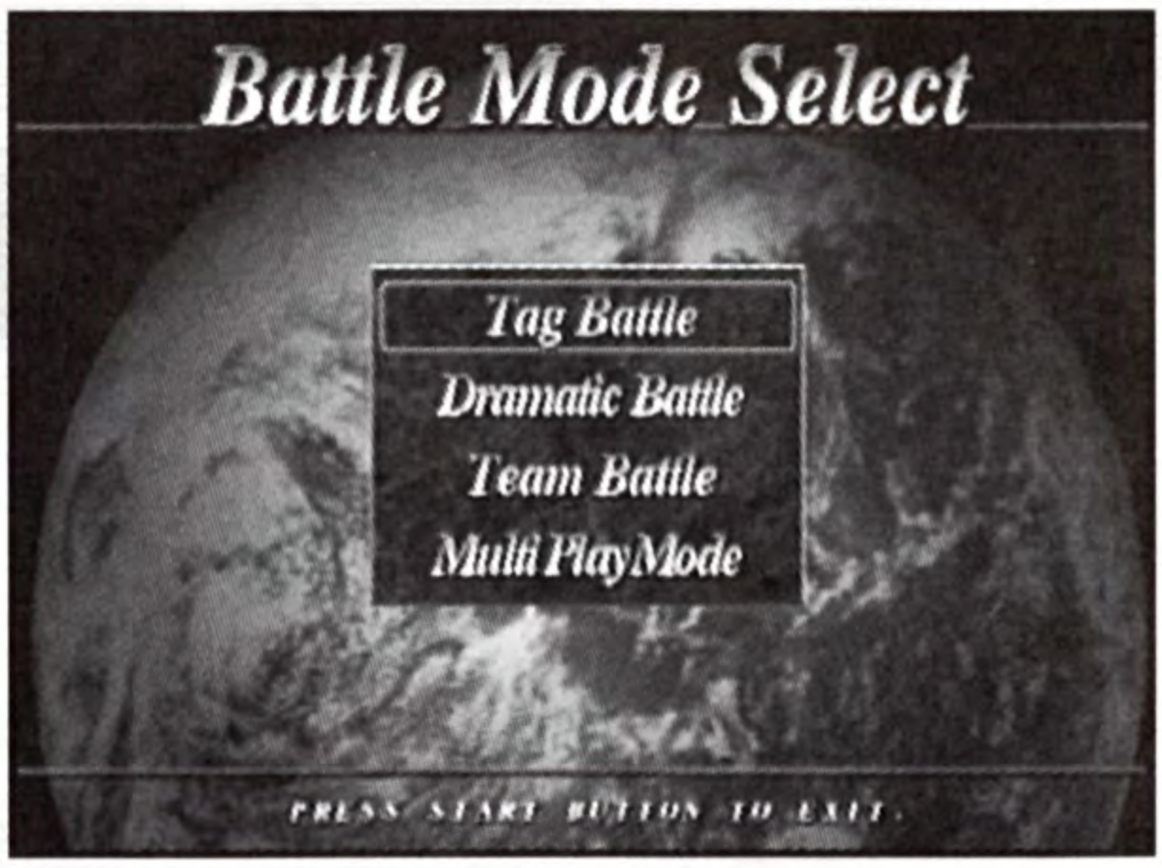
ORIGINAL MODE



The objective of this mode is to defeat the final boss, Bison. You can make different characters your partner by defeating them.

To play, choose ORIGINAL MODE from the Game Mode Select screen, choose your character, and then choose a difficulty level. Finally, choose the team you will fight.

ARENA MODE



Play with or against partners and/or the computer. Complete missions to win medals and work toward a hidden bonus. First, select a match style:

TAG BATTLE	Change fighters by using the Tag Gauge.
DRAMATIC BATTLE	Control two fighters at the same time against one opponent, or play one fighter against three opponents.
TEAM BATTLE	Play evenly matched teams in unmatched combinations. Choose your partners in their fighting order before the match.
MULTI PLAY MODE	Two to four players with Multitap (for PlayStation®2) can join in this mode in a variety of team combinations. For details on connecting a Multitap (for PlayStation®2), see page 15.

After selecting a match style in Arcade Mode, select your player setup. The options change depending on the match style and number of players participating.

Next, choose your player and then choose your partner. Set handicaps for your player and partner by reducing or adding to the number of marks to make each player weaker or stronger. Go on to select an opponent and set his/her handicap. Finally, choose a difficulty level.

During the match, the Partner Select screen appears before each stage. Select your partner(s). Then select a control type for your partner character with the Directional button ←/→.

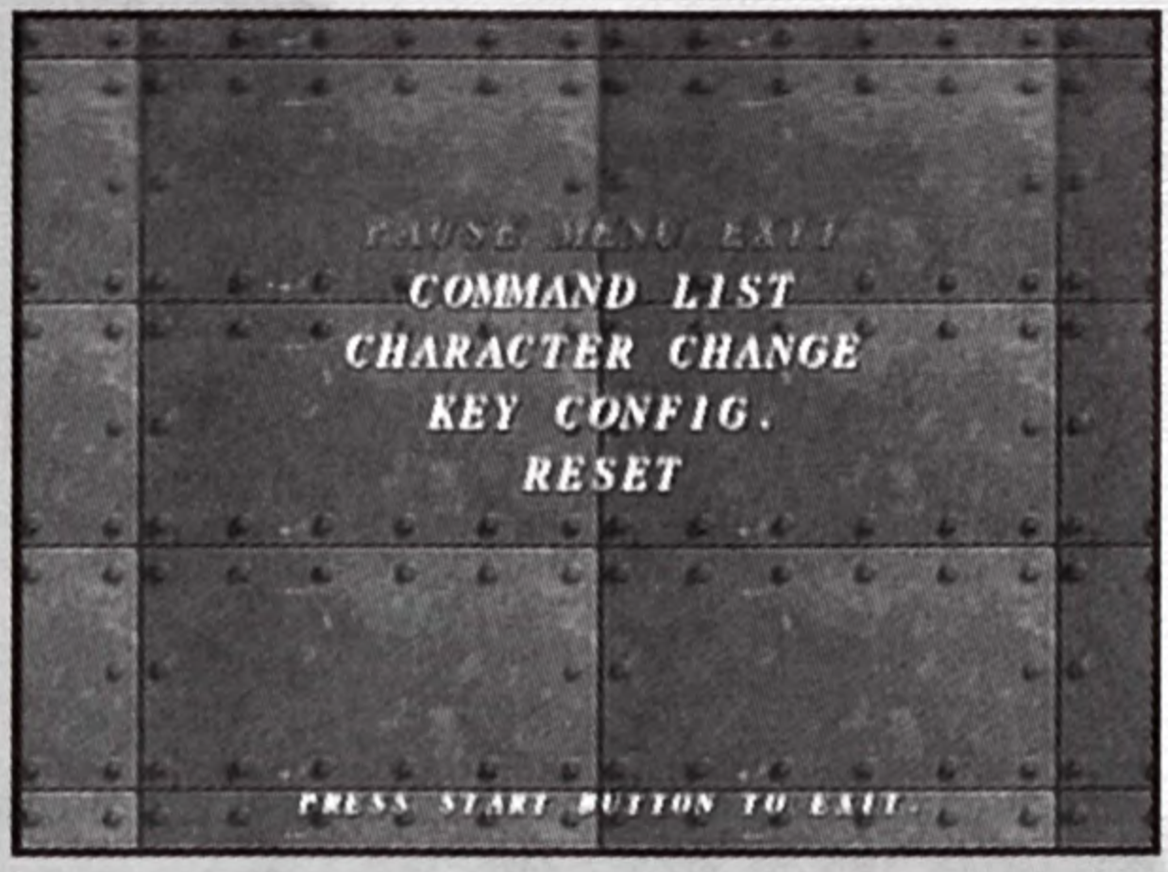
MANUAL	Control everything yourself.
SEMI AUTO	Your partner character is automatically controlled during Dramatic Battle and Critical Parade.
MANUAL2P	Control your partner character with the 2P controller. (If the game is started with the 2P controller, this becomes MANUAL1P.)

Medallion System

If you complete a mission displayed in the Partner Select screen, you get a medal. Collect the medals to receive a secret surprise. (Check how many medals you have in the MEDAL GALLERY in Option Mode. See page 20.)

Arena Mode Pause Menu

When you pause the game in Arena Mode, two additional options are available:



COMMAND LIST — Review commands for performing moves (see page 9). Note that the command list is not available in Tag Battle.

CHARACTER CHANGE — Change your player and/or partner in mid-match.

Connecting a Multitap (for PlayStation®2)

When you play with more than two controllers, make sure to insert a Multitap (for PlayStation®2) into Controller Port 1 and insert all (up to four) controllers into the Multitap (for PlayStation®2). When you use a Memory Card (for PlayStation®2) with a Multitap (for PlayStation®2), make sure to insert the Memory Card (for PlayStation®2) into Memory Card Slot A on the Multitap (for PlayStation®2).

STREET FIGHTER® EX3

CHARACTER EDIT MODE

Edit the new character Ace into your own customized character. (When you select Ace on the Character Select screen, you can choose him as the LEFT SIDE or RIGHT SIDE fighter.)

CHARACTER EDIT MODE FLOW

TRIAL	Save EXP (experience) points here. Use your EXP to learn moves (see below).
PURCHASE	Purchase moves.
EDIT	Set the moves on your character.
TEST	Check out the moves.
SAVE	Save your character to use in Original Mode and Arena Mode.

TRIAL

Complete the missions from several categories to get EXP points. Each category has different types of missions and difficulty levels.

PURCHASE

Learn moves with the EXP you have earned. Each move has its own rank.

Edit

Set moves for your character here in order to use them in matches. To set a move, select it from the window on the right side and press the ● button, then move it to the window on the left side and press the ● button again. Ace can be equipped with a total of three Special Moves, two Super Combos and a Meteor Combo. When moves use the same command (such as Super Hadoken and Kikosho), you can only equip one of them at a time.

Test

This is a training mode for your edit character. Check the moves your character has equipped.

Save

Save your edit character using the MEMORY CARD (PS2)/ENTRY option in Option Mode. Once a character is saved, you can use that fighter in Original Mode and Arena Mode.

STREET FIGHTER® EX3

TRAINING MODE

Practice your Special Moves and Super Combos.

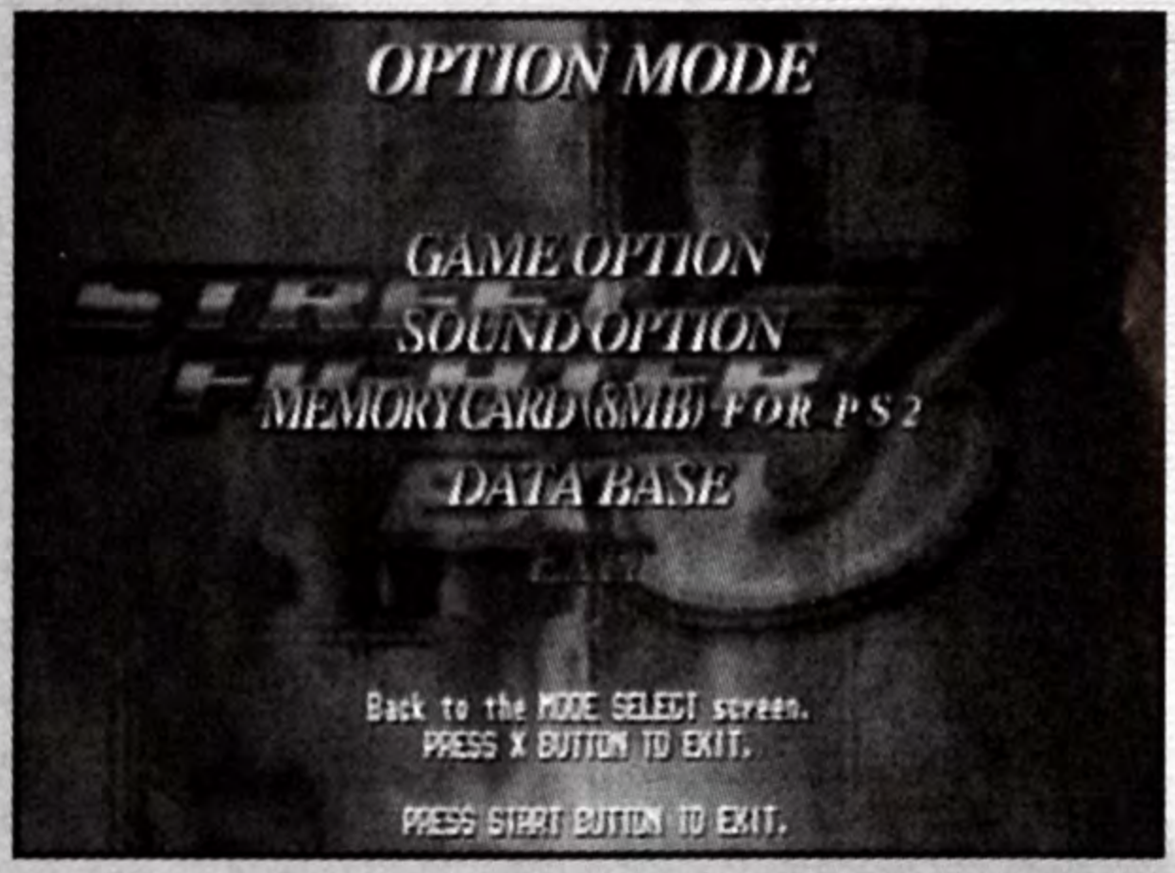
TRAINING OPTION

During training, press START to open a menu with the following options:

DATA CLEAR	Reset damage and other data to zero.
CHARACTER CHANGE	Return to the Player Select screen where you can choose different fighters.
ENEMY ACTION	Set your sparring partner's action.
GUARD	Set your sparring partner's block type.
DATA DISPLAY	Turn the damage data display ON/OFF.
SUPER COMBO GAUGE	Adjust the Super Combo Gauge charges.
SUPER CANCEL LIMIT	When OFF, you can Super Cancel the same Super Combo.
OTEDAMA	When ON, you can juggle your sparring partner.
KEY CONFIG	Change button assignments and turn vibration ON/OFF.
RESET	Return all options to their default settings.

OPTION MODE

Adjust game settings. Select a main option and press the ■, ▲, or ● button to go to a submenu. Your Option settings are preserved when you save game data.



Game Options

DIFFICULTY	Choose a NORMAL or HARD difficulty level.
DAMAGE	Adjust the damage level of attacks.
TIME COUNT	Turn the time limit ON/OFF.
KEY CONFIG	Change button assignments and turn vibration ON/OFF.
COCKPIT	Turn on/off Vitality Gauge display, etc.
SCREEN ADJUST	Adjust screen settings.
DEFAULT	Reset all Game options to default status.
EXIT	Return to the Option Menu.

Sound Option

SOUND MODE	Choose STEREO or MONAURAL.
BGM VOLUME	Adjust the background music volume.
SE VOLUME	Adjust the sound effects volume.
BGM TEST	Sample background music.
DEFAULT	Reset all Sound options to default status.
EXIT	Return to the Option Menu.

Memory Card (for PlayStation®2)

DATA SAVE	Save your play data to a Memory Card (for PlayStation®2).
DATA LOAD	Load data previously saved on a Memory Card (for PlayStation®2).
AUTO SAVE	Toggle the Auto Save function ON/OFF. When ON, your data is automatically saved when you end each game mode.
ENTRY	Save your edit character data to a Memory Card (for PlayStation®2). You can only save two edit characters on one Memory Card (for PlayStation®2). To save your data, an optional Memory Card (for PlayStation®2) is required. Make sure to insert a Memory Card (for PlayStation®2) into Memory Card Slot 1. This game requires 16KB free space on a Memory Card (for PlayStation®2) to save data.
EXIT	Return to the Option Menu.

Data Base

MEDAL GALLERY	Review how many medals you have acquired by completing missions (see page 14).
SCORE RANKING	Check out Original Mode score rankings.
EXIT	Return to the Option Menu.

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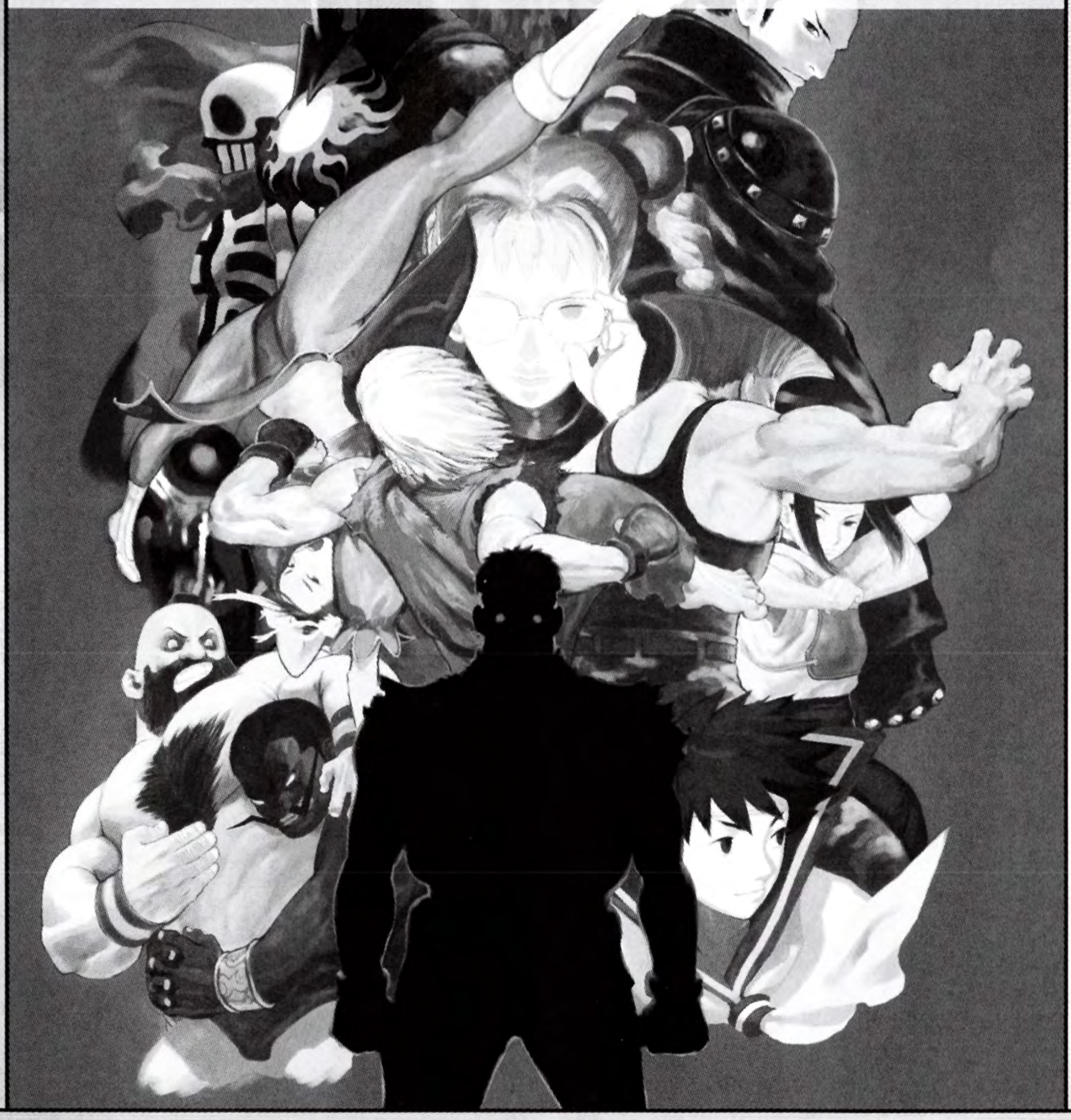
STREET FIGHTERS

This section shows the Special Moves, Super Combos and Meteor Combos for the 15 fighters available at the beginning of the game. The Directional button moves shown are for characters facing right. Reverse the left/right moves when characters are facing left. In this section, P = Punch and K = Kick.



STREET FIGHTER® EX3

RYU

Special Move

Hadoken	↓↘→ + P
Shakunetsu Hadoken	←↙↓↘→ + P
Shoryuken	→↓↘ + P
Tatsumaki Senpukyaku	↓↙← + K then ← + K

Super Combo

Shinku Hadoken	↓↘→↓↘→ + P
Shinku Tatsumaki Senpukyaku	↓↙←↓↙← + K (also usable in air)

Meteor Combo

Shin-Shoryuken	↓↘→↓↘→ + KKK

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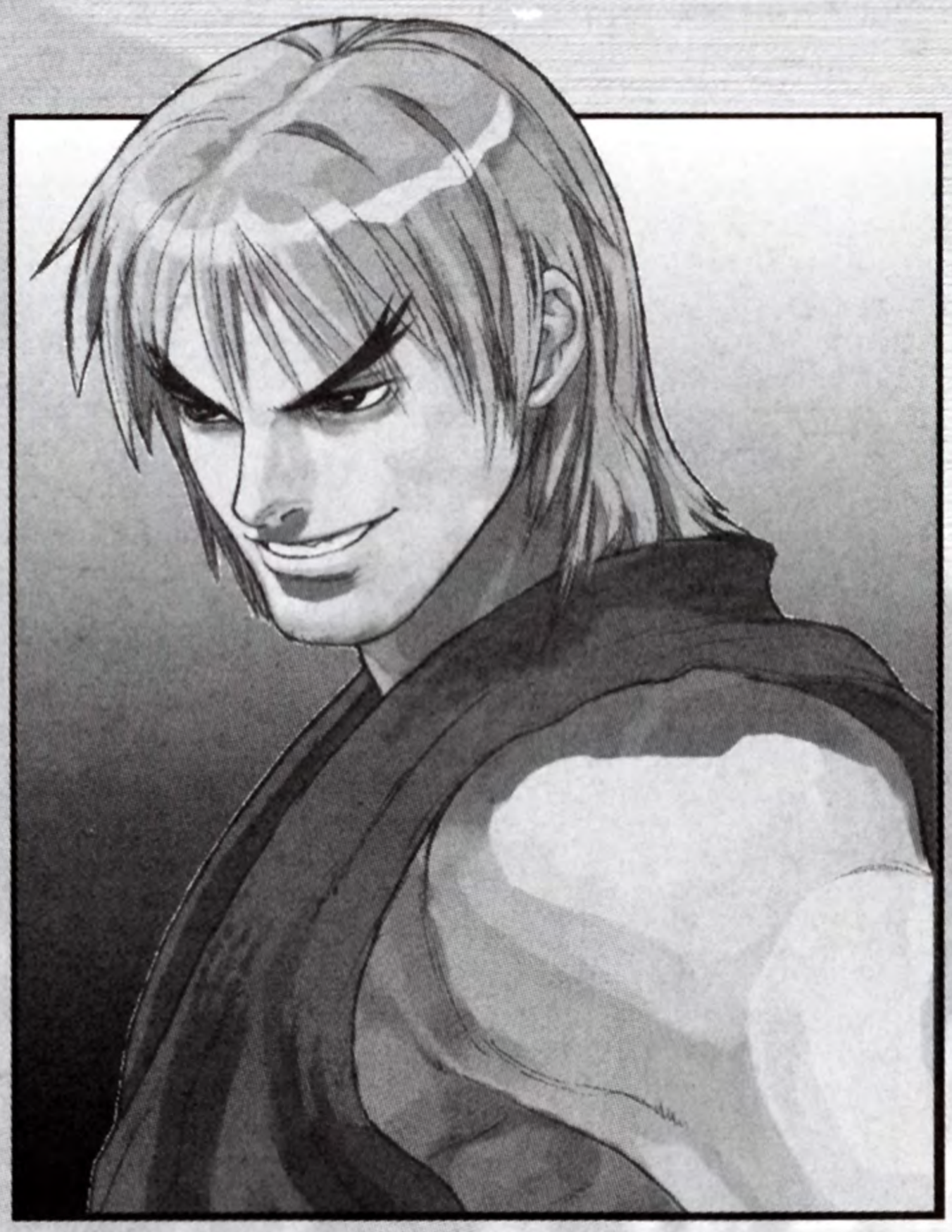
KEN



Special Move

Hadoken	↓↘→ + P
Shoryuken	→↓↘ + P
Tatsumaki Senpukyaku	↓↙← + K (also usable in air)

Super Combo

Shoryu Reppa	↓↘→↓↘ + P
Shinryuken	↓↘→↓↘ + K
Shippu Jinraikyaku	↓↙←↓↙← + K (↓↙← + K to cancel)

Meteor Combo

Kuzuryu Reppa	↓↙←↓↙← + KKK

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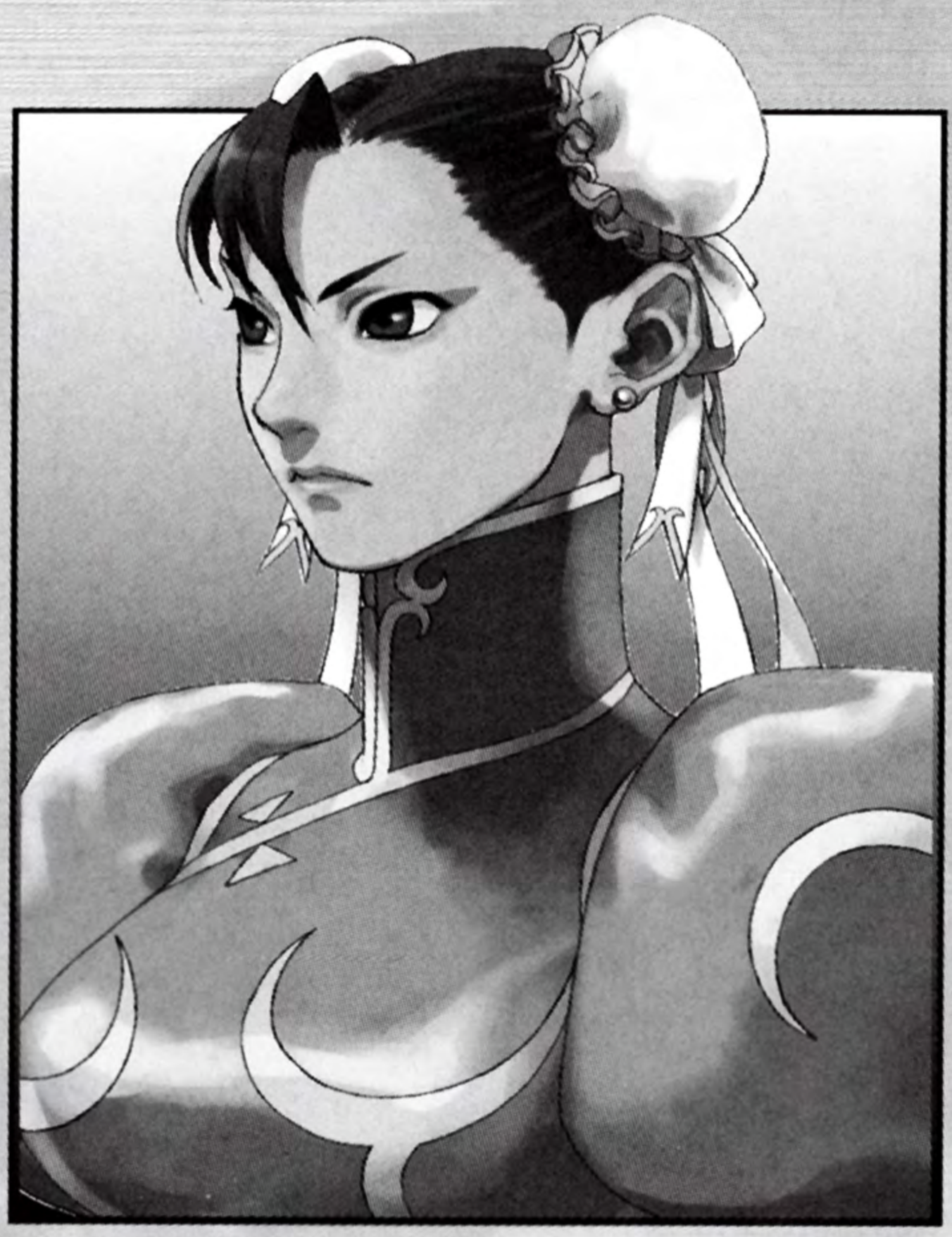
CHUN-LI



Special Move

Hyakuretsu Kyaku	K (press rapidly)
Kikoken	← (charge) → + P
Hienshu	↓↙← + K
Spinning Bird Kick	↓↘→ + K
Gomen ne	LP LP → LK HP

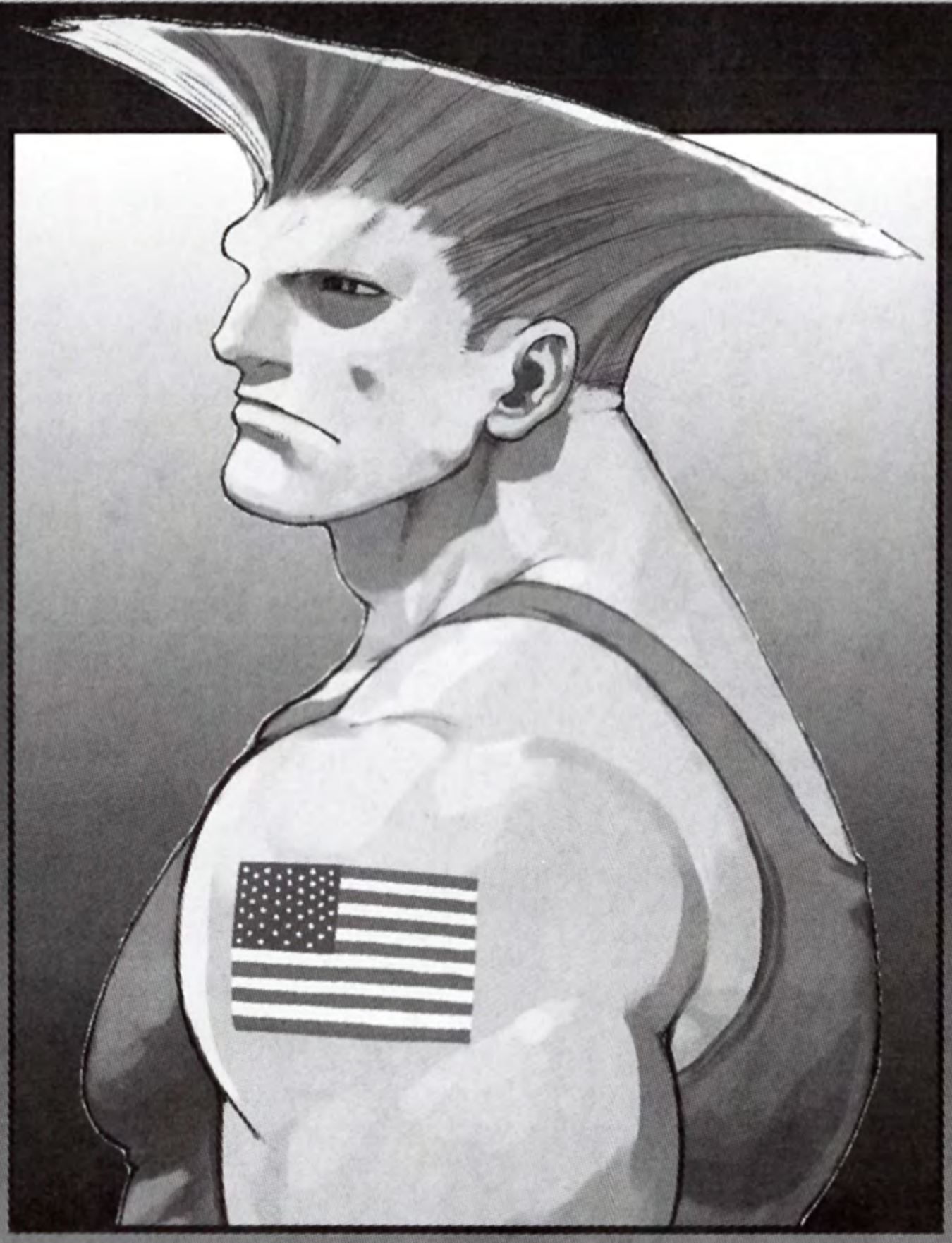
Super Combo

Senretsukyaku	↓↘→↓↘→ + K
Kikosho	↓↘→↓↘→ + P
Hazan Tenshokyaku	↓↙←↓↙← + K

Meteor Combo

Kikosho Goku	↓↘→↓↘→ + PPP

STREET FIGHTER® EX3



GUILE

Special Move

Sonic Boom	← (charge) → + P
Somersault Kick	↓ (charge) ↑ + K

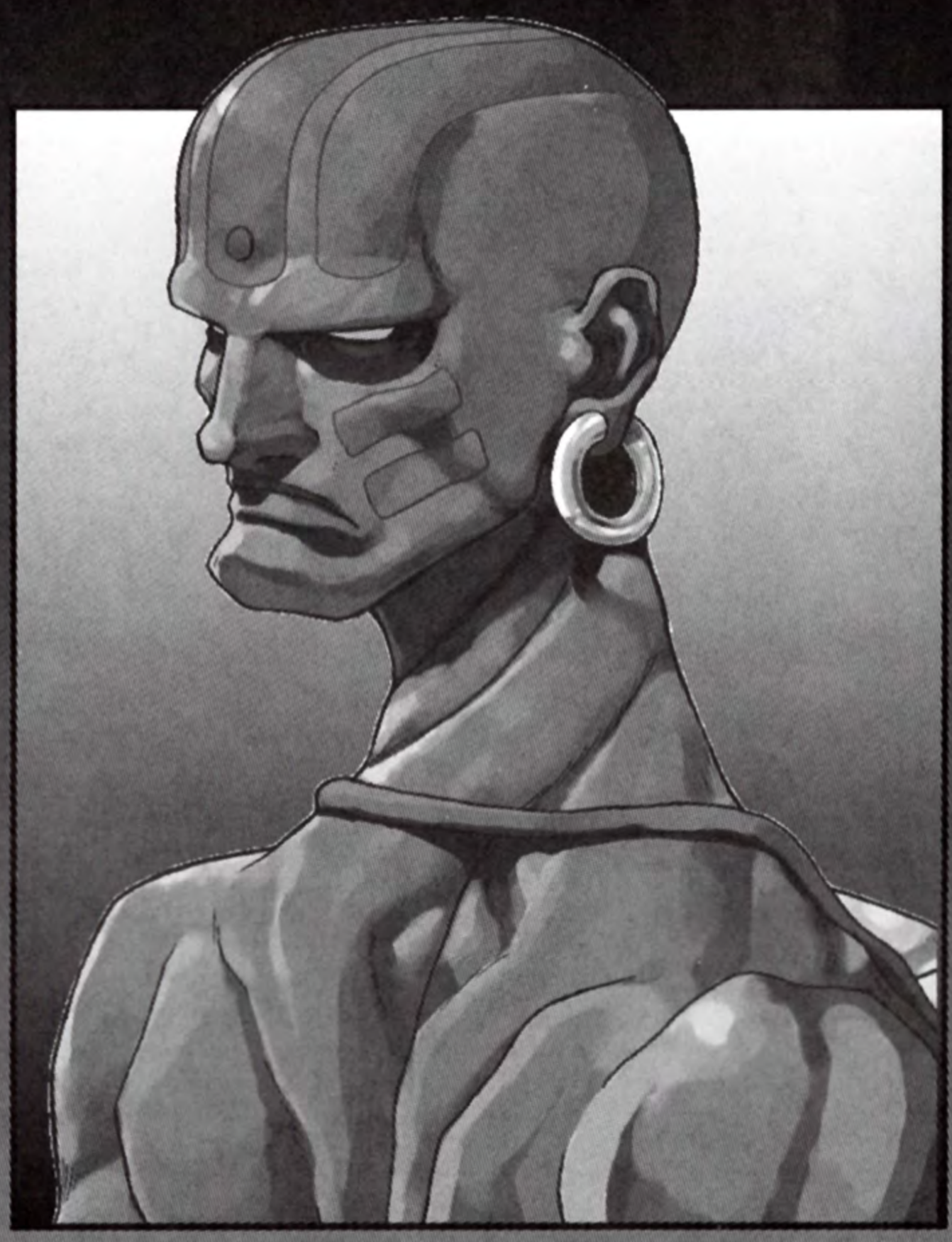
Super Combo

Opening Gambit	← (charge) →←→ + P
Double Somersault Kick	↙ (charge) ↘↙↗ + K

Meteor Combo

Sonic Boom Typhoon	← (charge) →←→ + KKK

DHALSIM



Special Move

Yoga Fire	↓↘→ + P
Yoga Flame	↓↙← + P
Yoga Blast	↓↙← + K
Yoga Catch	↓↘→ + K
Yoga Fake	↓↘→ + KKK (hold)

Super Combo

Yoga Drill Kick	↓↘→↓↘→ + K (in air)
Yoga Legend	↓↙←↓↙← + K

Meteor Combo

Yoga Inferno	↓↘→↓↘→ + PPP

STREET FIGHTER® EX3

BALANKA

Special Move

Electric Thunder	P (press rapidly)
Rolling Attack	← (charge) → + P
Vertical Rolling	↓ (charge) ↑ + K
Back Step Rolling	← (charge) → + K (P to cancel)
Aerial Rolling	↓↘→ + P (in air)

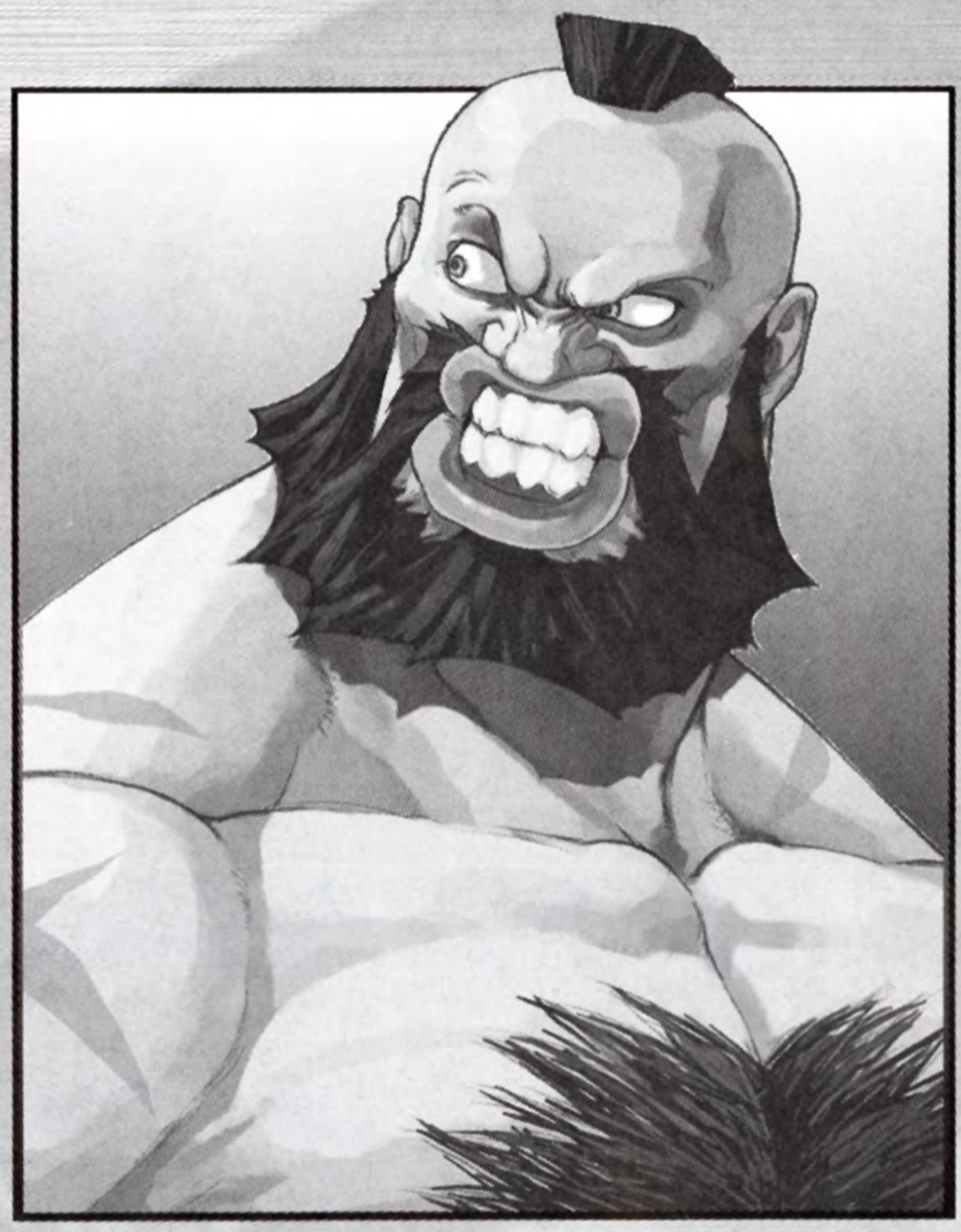
Super Combo

Grand Shave Rolling	← (charge) →←→ + P
Beast Hurricane	↓↘→↓↘→ + P (in air)
Jungle Beat	← (charge) →←→ + K

Meteor Combo

Super Electric Thunder	↓↘→↓↘ + KKK

ZANGIEF



Special Move

Double Lariat	PPP
Quick Double Lariat	KKK
Screw Pile Driver	360° Motion + P (near opponent)
Atomic Suplex	360° Motion + K (near opponent)
Russian Suplex	360° Motion + K (far from opponent)
Bear Hug	P (during Russian Suplex)

Super Combo

Final Atomic Buster	360° Motion x 2 + P (near opponent)
Super Stomping	↓↘→↓↘→ + K (↓↙← + K to cancel)
Aerial Russian Slam	↓↙←↓↙← + K

Meteor Combo

Cosmic Final Atomic Buster	360° Motion x 2 + PPP (near opponent)

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VEGA

Special Move

Rolling Crystal Flash	← (charge) → + P
Flying Barcelona Attack	↓ (charge) ↑ + K then P
Izuna Drop	↓ (charge) ↑ + K then ↓ + P (near opponent)
Sky High Claw	↓ (charge) ↑ + P

Super Combo

Grand Crystal Flash	← (charge) →←→ + P
Sky High Illusion	↙ (charge) ↘↙↗ + P
Scarlet Terror	← (charge) →←→ + K

Meteor Combo

Rolling Izuna Drop	↙ (charge) ↘↙↗ + K then ↓ + P (near opponent)

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SAKURA

Special Move

Hadoken	↓↘→ + P
Shouoken	→↓↘ + P
Shunpukyaku	↓↙← + K

Super Combo

Shinku Hadoken	↓↘→↓↘→ + P
Midare Zakura	↓↘→↓↘→ + K
Haru Ichiban	↓↙←↓↙← + K
Shungokusatsu	LP LP → LK HP

Meteor Combo

Nekketsu Hadoken	↓↘→↓↘→ + PPP

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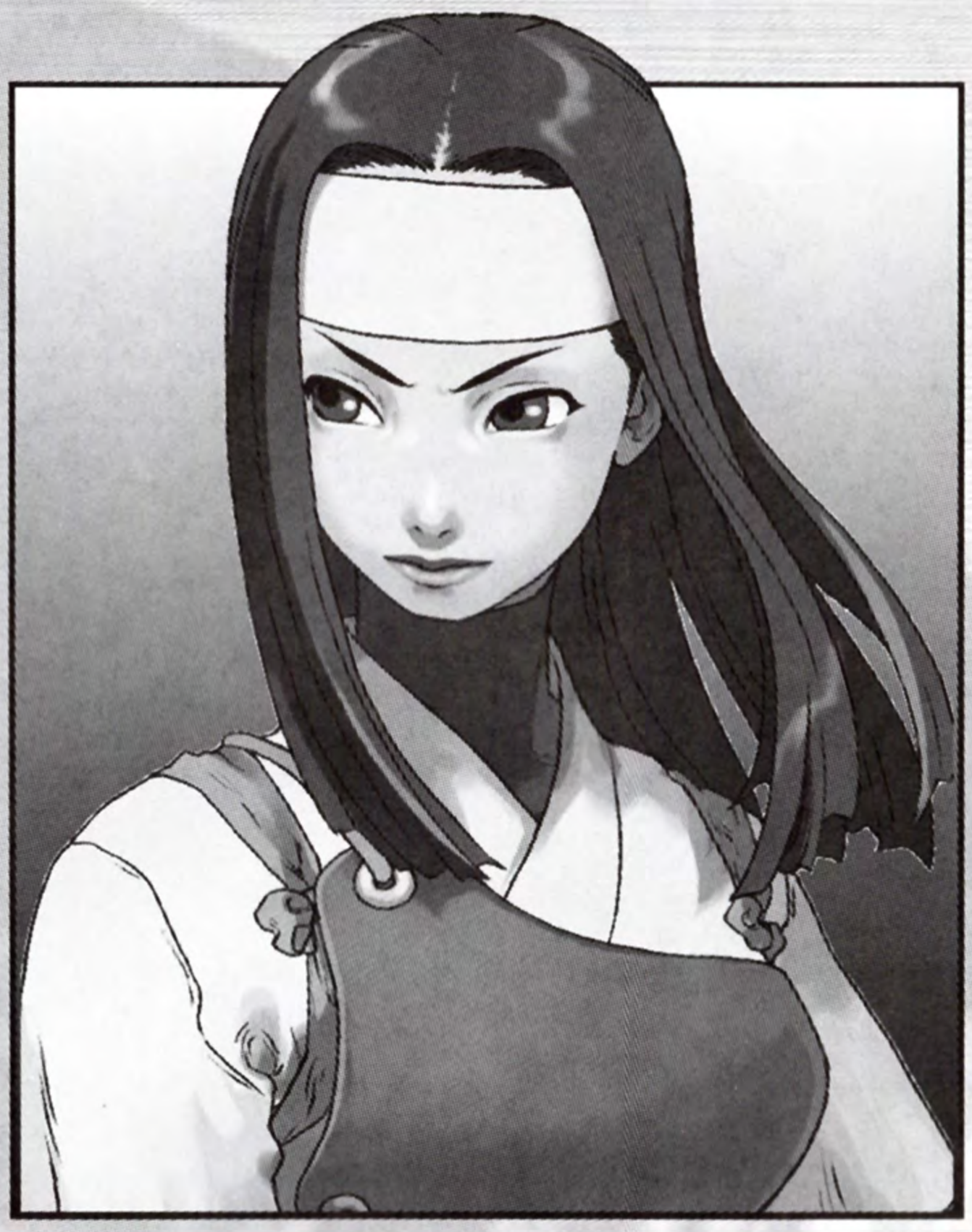

HOKUTO

Special Move

Chugekihou	↓↘→ + P (then → + P)
Gokyakukou	←↓↙ + P
Shinkugeki	↓↙← + P or ← + P after Chugekihou
Shinkyakugeki	↓↙← + K or ← + K after Chugekihou

Super Combo

Kireneki	↓↙←↓↙← + P
Kyakuhogi	↓↙←↓↙← + K
Kakusei	↓↘→↓↘→ + K

Meteor Combo

Shirase Katana	↓↘→↓↘→ + KKK

SKULLOMANIA

Special Move

Skullo Head	→↓↘ + P then P
Skullo Crusher	↓↘→ + P
Skullo Slider	↓↘→ + K
Skullo Tocachev	←↓↙ + K

Super Combo

Super Skullo Crusher	↓↘→↓↘→ + P (also usable in air)
Super Skullo Slider	↓↘→↓↘→ + K
Neo Skullo Dream	LP LP → LK HP
Skullo Energy	↓↙←↓↙← + K
Skullo Ball	↓↙←↓↙← + P

Meteor Combo

Super Skullo Energy	↓↙←↓↙← + KKK

DOCTRINE DARK

Special Move

Dark Wire	↓↘→ + P
Dark Spark	No button presses after Dark Wire for awhile
Dark Hold	← + P after Dark Wire
Kill Wire	→↓↘ + P
EX-Plosive	↓↘→ + K

Super Combo

Kill Card	↓↘→↓↘ + P
Dark Shackle	↓↘→↓↘ + K
EX- Prominence	↓↙←↓↙← + K

Meteor Combo

Death Trap	↓↙←↓↙← + PPP

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JACK

Special Move

Dash Straight	← (charge) → + P
Dash Uppercut	← (charge) → + K
Faint Dash	↓↙← + P
Final Punch	PPP or KKK (chargable)
Batting Hero	←↙↓↘→ + P
Jack Hammer	360° motion + P (near opponent)

Super Combo

Homerun Hero	↓↙←↓↙← + P
Crazy Jack	← (charge) →←→ + P
Raging Buffalo	← (charge) →←→ + K
Grand Slam Smasher	↓↙←↓↙← + K

Meteor Combo

Homerun King	↓↘→↓↘→ + KKK

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Z CHARACTER

Special Move

Half Moon Kick	↓↙← + K
Prisoner Scissors	↓ + K (after Half Moon Kick)
Gale Hammer Punch	↓↘→ + P then → + P
Bermuda Symphony	→↓↘ + K

Super Combo

Shuttle Combination	↓↙←↓↙← + P
Load	↓↘→↓↘→ + P
Hell Fire	↓↘→↓↘→ + P (after Load)
Sharon Special	↓↘→↓↘→ + K (↓↙← + K to cancel)

Meteor Combo

Assault Rifle	↓↘→↓↘→ + PPP

SEAN

Special Move

Sanrenkon	↓↘→ + P then → + P
Tenshokon	→↓↘ + P
Kasumi Oroshi	↓↙← + K then K
Gekkyoubotan	←↓↙ + P then P

Super Combo

Yayoi Toukongi	↓↙←↓↙← + P (also usable in air)
Izayoi Rekkon	↓↘→↓↘→ + P

Meteor Combo

Machiyoi Tenkyugeki	→ + LP LP → LK HP

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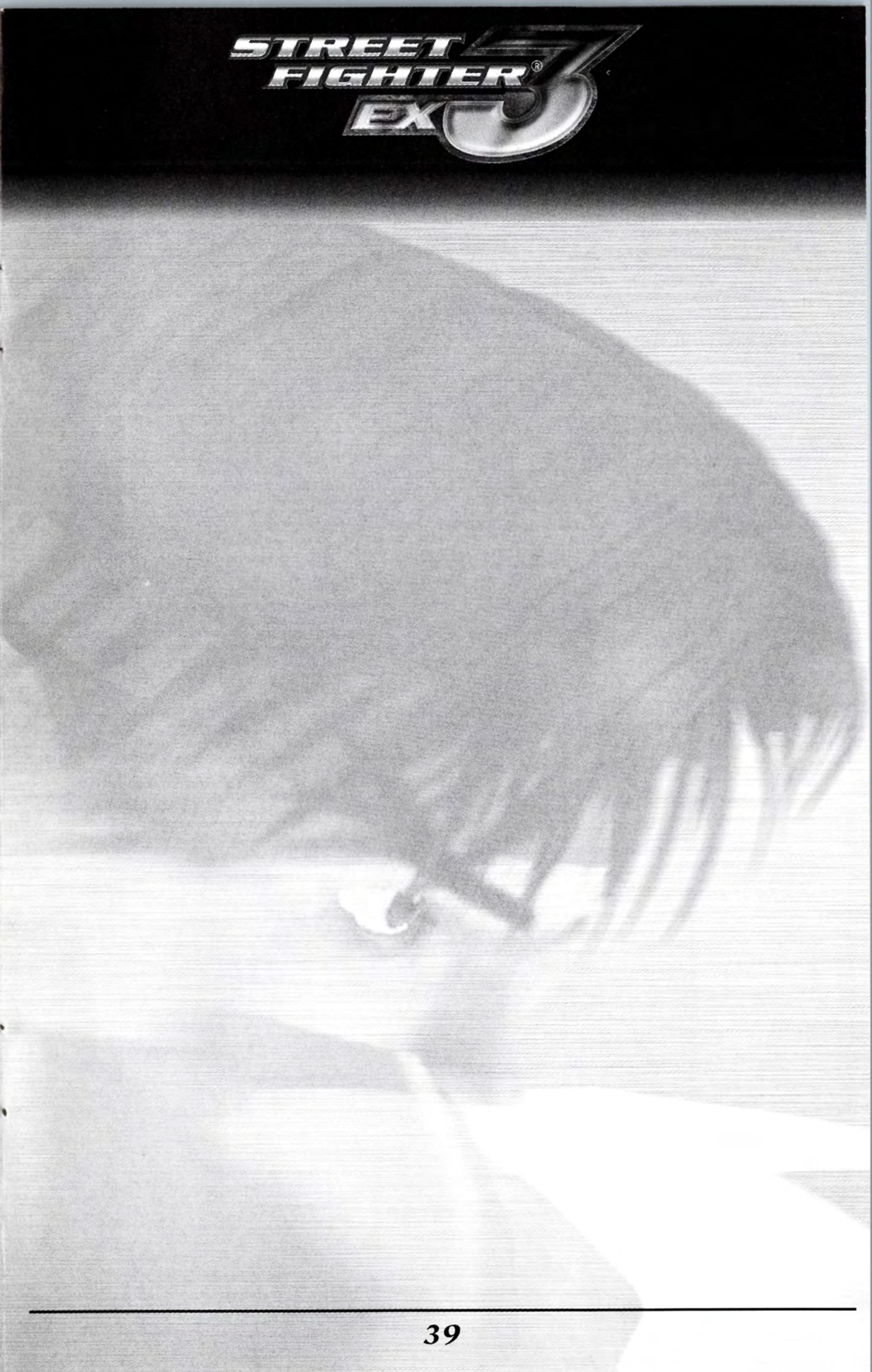
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